

Level 2836

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dark

"Isn't it beautiful?"

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Level 2836 is the 2837th level of the backrooms. It is a pretty forest level blanketed by a thin layer of [snow](#)^[W] 10-20cm deep. The level is infinite but upon entering wanderers will always spawn within 1000 meters of a "central point" which acts as the level's [origin point](#),^[W] it is said that the further you travel from the origin, the more [entities](#) there are.

Rarely, you can find rivers of [almond water](#) running through the landscape and they are quite a sight to behold.



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Anomalies

"Warm" Snow

The level sits at a cool temperature of around 10°C, despite this, the snow in this level doesn't melt. When [M.E.G.](#) conducted an investigation of the snow, they found that snow in this level melts only when heated up to above 20°C. This is way higher than the normal melting point of snow so there's got to be something

weird in the level that's stopping it from melting. M.E.G. has so far not yet identified the source of this phenomenon.

Note: When the snow melts it turns into water, not almond water.

Healing Effect

The sun in this level appears to have a strange healing effect on wanderers, standing in direct sunlight causes physical wounds like cuts, scrapes and bruises to heal 3x faster than the normal rate the human body typically heals at. It also increases the number of feel-good hormones your body produces like dopamine, serotonin, oxytocin and endorphins.

Note: There is no day/night cycle, the sun is always in the exact same spot in the sky.



Airplanes

Small airplanes^[W] and biplanes^[W] occasionally fly over the level, they don't appear to pose any sort of danger they just kind of show up from time to time and then fly away.

POI's

The Fields

After wandering for long enough you may come across a clearing in the forest. These open fields can be found all throughout the level and are likely what used to be a wheat or corn farm, now covered in snow. The fields always appear in an oval or blob shape and there appears to be tire tracks running through the fields. They have been measured to be roughly 10,000-20,000 square meters or 2.5-5 acres in size.



Sheds

Small buildings can be found randomly throughout the level, acting as the primary exit to the level.

These sheds are usually only a couple - a few square meters large, sporting a large metal door with a sign on it saying: "DANGER, CHLORINE." Traces of chlorine

have actually been found inside the shed and around it, but not nearly enough to actually cause any physical damage or have a noticeable effect on wanderers.



Entities

The deeper parts of the forest are home to a whole host of different entities.

Listed in order of most common to least common:

- COMMON
- Hounds
- Skin Stealers
- Death Moths
- Dullers
- UNCOMMON
- Smilers
- Facelings
- Bursters
- RARE
- Entity 69
- Followers
- White Tentacles
- 60llins
- Bedsides
- Dollfaces
- Whispering Shadows
- Memory Wisp
- Howlers
- Tranquility Bird (Population Declining, Reason Unknown)
- Musical Balloons
- Entity ∞

If you want to know exactly what kind of dangers you'll be facing at any

particular distance from the origin, every 100m further from the origin point adds about an extra +0.1 to the survival difficulty starting at 0. So at 3,000m it would be like a class 3 level.

Colonies/Outposts

No Colonies or Outposts have been established in Level 2836 despite it being a prime candidate. The level's fully Euclidean nature and "spawning mechanics" means that it's pretty easy to find other people. So it is suspected that the main reason no large permanent colonies have been formed is likely due to the level's recent discovery (Late 2019), difficulty to access and exit mechanics.

M.E.G. has released a statement saying that they do not see any real incentive to establish a formal base in Level 2836. They have decided to cease missions to level 2836 in favor of prioritizing other levels.

The Backrooms Colonists have expressed serious interest in establishing a formal colony on level 2836, but the plans have not been finalized and they are still in the drafting phase.

Entrances & Exits

Level 2836 is open for user participation!

Level 2836 is open for edits by anyone; add entrances and exits (if this applies) and content, as long as it follows site rules and fits the page. Happy editing!

*It is **extremely** encouraged to help **expand it!***

Feel free to add entrances/exits from/to your own levels if you want.

Entrances

- Walking upstream in **Level -2836** will lead you here
- Finding an exterior door in **Level 2843** will lead here
- Wandering into the forest while in the frozen region of **Level 1005** can lead you here
- Wandering extremely far into **Level 2701** can gradually transition into this

level

- Wandering far into a forest in [Level 1708](#) can lead you here
- There is a theorized entrance from [Level 2104](#) but it is unconfirmed

Exits

While this level may seem like paradise if you stay within 1000m of the origin, it's not all sunshine and rainbows. A massive drawback to going to this level is that, all the confirmed exits lead to extremely dangerous levels; there are no exits that lead to [Class 3 or below](#) levels. Listed in order of most common to least common:

- Entering a shed can lead you to any indoor [Class 4 or above](#) level in [Cluster III](#)
- Jumping into deep water or following a river downstream will lead you to [Level -2836](#)
- Entering a cave can lead to [Level 8](#)
- There's a way to get to [Level 2800](#) through this level but we don't actually know the specifics of how



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